Subject: MySql data types
Posted by dmcgeoch on Mon, 11 Dec 2006 21:20:39 GMT
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Hello,

I noticed that there are several data types not included in the definitions for MySql. In particular, the BLOB data type. Is there a reason for this, or just an oversight? I want to save an image as part of a record and I believe that a BLOB is the proper data structure for this. Please let me know if there is a better way to handle images.

Thank you for your assistance,

Dave

Subject: Re: MySql data types
Posted by mirek on Wed, 13 Dec 2006 22:00:30 GMT
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Well, the most likely reason is that nobody needed it yet

What about storing it as text?

Mirek

Subject: Re: MySql data types
Posted by dmcgeoch on Thu, 14 Dec 2006 00:03:13 GMT
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Storing it as text was my next attempt

I am having trouble determing the size of the image for the .sch file. I wrote code to open an image and place it in a label, but I can't figure out how to determmine the size and convert the image to a string that can be saved and restored. I've been looking through the examples and reference code without any luck. I've also be searching the forums, but I haven't come across anyone else attempting to save an image as part of another file.

Thank you,

Dave

Subject: Re: MySql data types
Posted by mirek on Sun, 17 Dec 2006 16:36:26 GMT

dmcgeoch wrote on Wed, 13 December 2006 19:03
convert the image to a string that can be saved and restored.

```
String StoreImageAsString(const Image& img);
Image  LoadImageFromString(const String& s);
Size   GetImageStringSize(const String& src);
Size   GetImageStringDots(const String& src);
```

that will store it in "U++ format". If you want your database to be more transparent, you can e.g. use PNG:

```
PNGEncoder png;
String s = png.SaveString(image);
```

Mirek

Subject: Re: MySql data types
Posted by dmcgeoch on Mon, 18 Dec 2006 13:46:42 GMT

Mirek,

The functions

```
String StoreImageAsString(const Image& img);
Image  LoadImageFromString(const String& s);
```

Did the trick after I used the Encode64() function prior to storing the image and the Decode64() function after fetching the image.

I used the GetLength() function to determine an approximate size for the image in the record. The GetImageStringSize() and the GetImageStringDots() functions appear to give an area value, but not the amount of memory required to store the image.

Thank you for all of your assistance and keep up the great work. Ultimate++ is by far the best environment I've used.

Dave
